Saving Memory Variables

FoxPro provides the SAVE TO command to save memory variables to a file. This allows you to preserve the data in memory variables for later use.

Syntax:

SAVE TO filename

1. This saves **all memory variables** to a file with the name filename.
2. The file usually has a .SCX or .VCX or any .TXT/.DBF extension depending on your naming preference.

Example: Saving Memory Variables

 Assign values to memory variables

name = "Ali"

marks = 85

passed = .T.

Save variables to a file named "memvars.sav"

SAVE TO memvars.sav

1. Here, all memory variables (name, marks, passed) are saved in the file memvars.sav.
2. You can close FoxPro and reopen later, and then restore these variables.

Restoring Memory Variables

FoxPro provides the RESTORE FROM command to bring back previously saved memory variables into the program.

Syntax:

RESTORE FROM filename

This loads all the memory variables from the file and makes them available in the current session.

Example: Restoring Memory Variables

Restore previously saved memory variables

RESTORE FROM memvars.sav

? name   && Output: Ali

? marks   && Output: 85

? passed   && Output: .T.

After restoring, the variables name, marks, and passed are available with the same values as when saved.

Important fact about Saving and Restoring

1. **File Name**: You can use any name for the save file, but use a meaningful name so you can remember what variables it contains.
2. **Single Variable Save**: FoxPro **does not allow saving individual variables directly**; it saves all memory variables at once.
3. **Permanent Storage**: Saved memory variables act like a snapshot of your program's current memory state.
4. **Clearing Memory**: If you want to clear memory variables but still retain a backup, always save first:

SAVE TO backup.sav

CLEAR

RESTORE FROM backup.sav